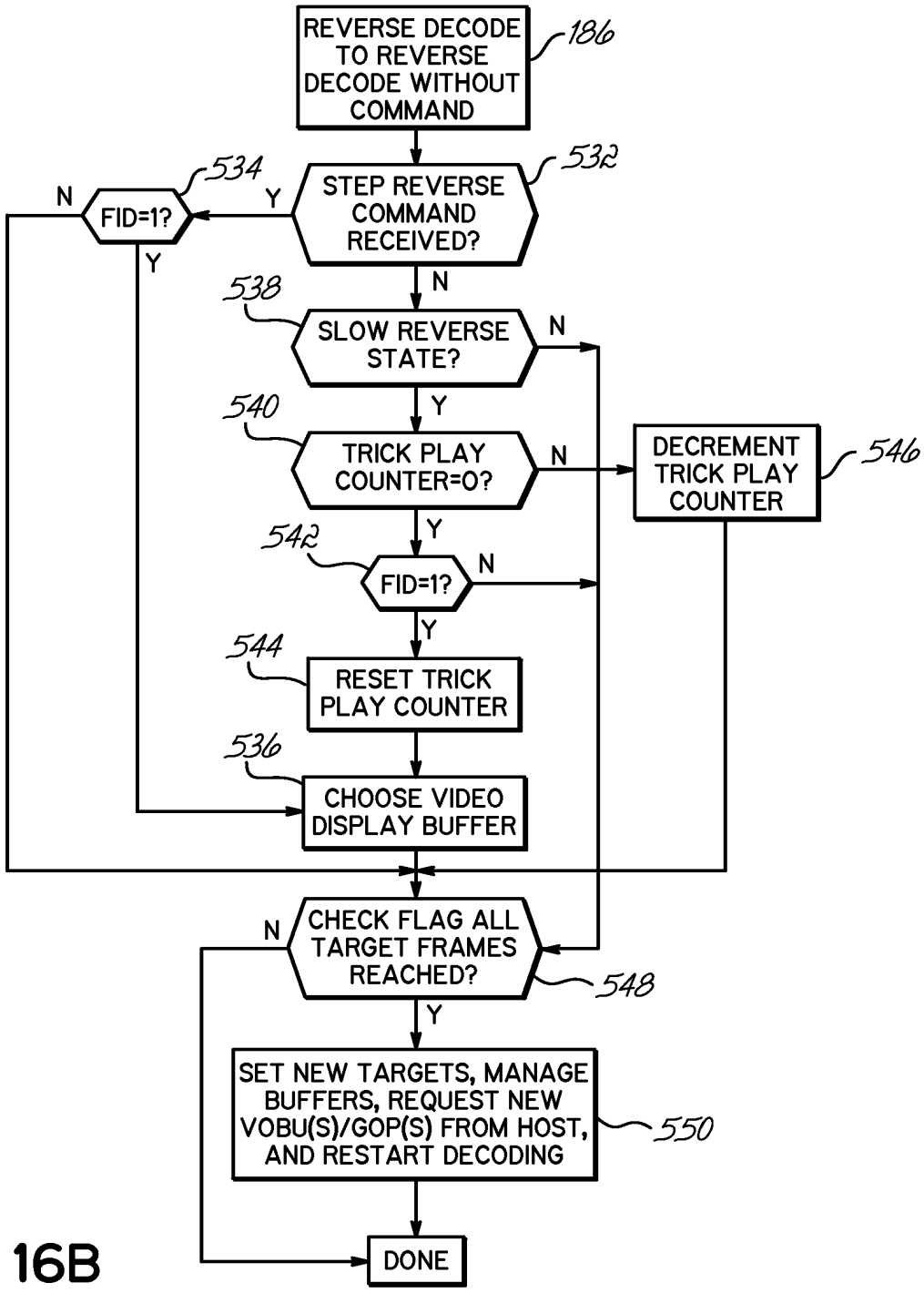
REVERSE DECODE TO REVERSE DECODE WITHOUT COMMAND
186
STEP REVERSE COMMAND RECEIVED?
532
FID=1?
534
N
Y
Y
N
SLOW REVERSE STATE?
538
N
Y
TRICK PLAY COUNTER=0?
540
N
DECREMENT TRICK PLAY COUNTER
546
Y
FID=1?
542
N
Y
RESET TRICK PLAY COUNTER
544
CHOOSE VIDEO DISPLAY BUFFER
536
CHECK FLAG ALL TARGET FRAMES REACHED?
548
N
Y
SET NEW TARGETS, MANAGE BUFFERS, REQUEST NEW VOBU(S)/GOP(S) FROM HOST, AND RESTART DECODING
550
DONE

FIG. 16B

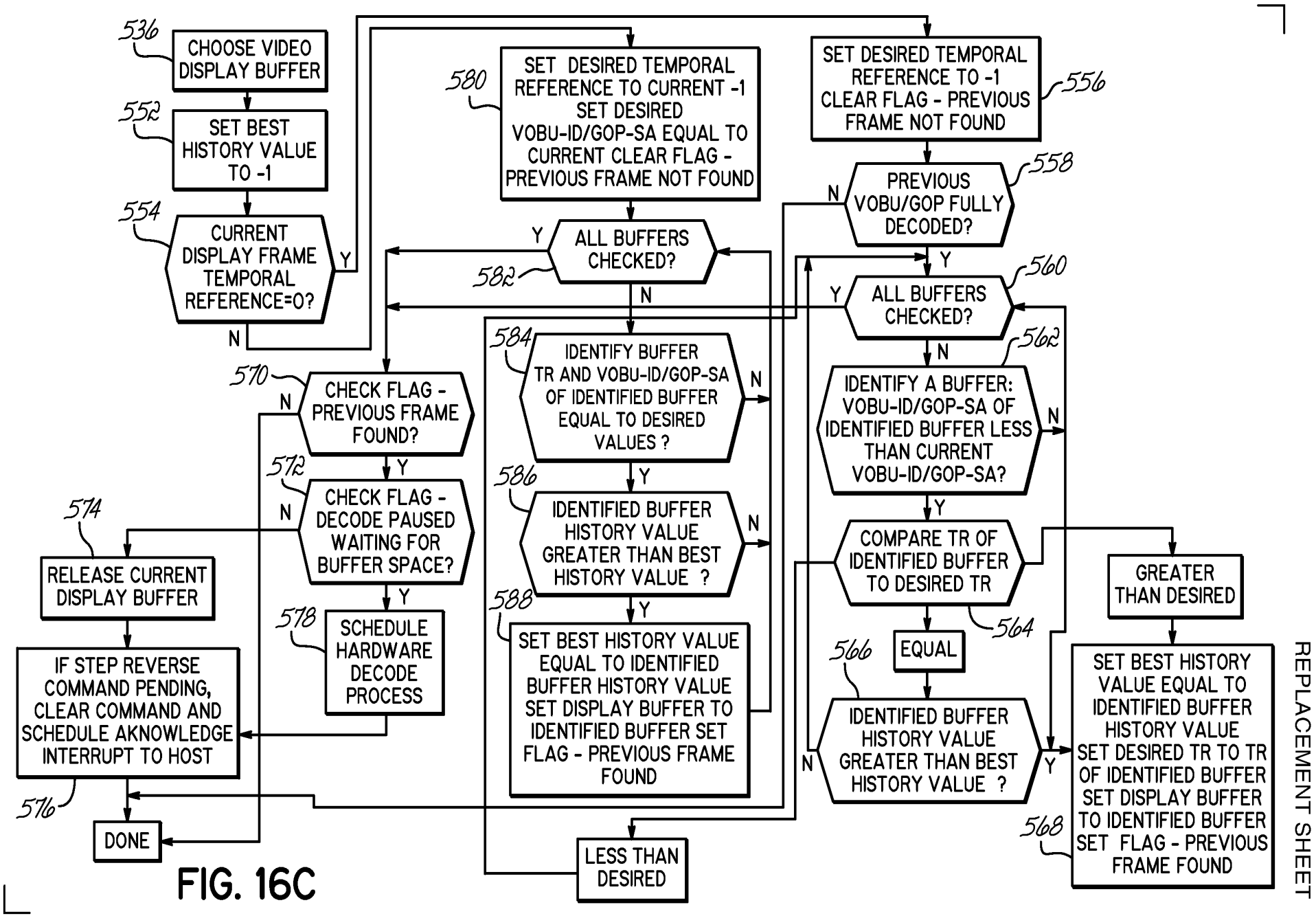

FIG. 16C

REPLACEMENT SHEET

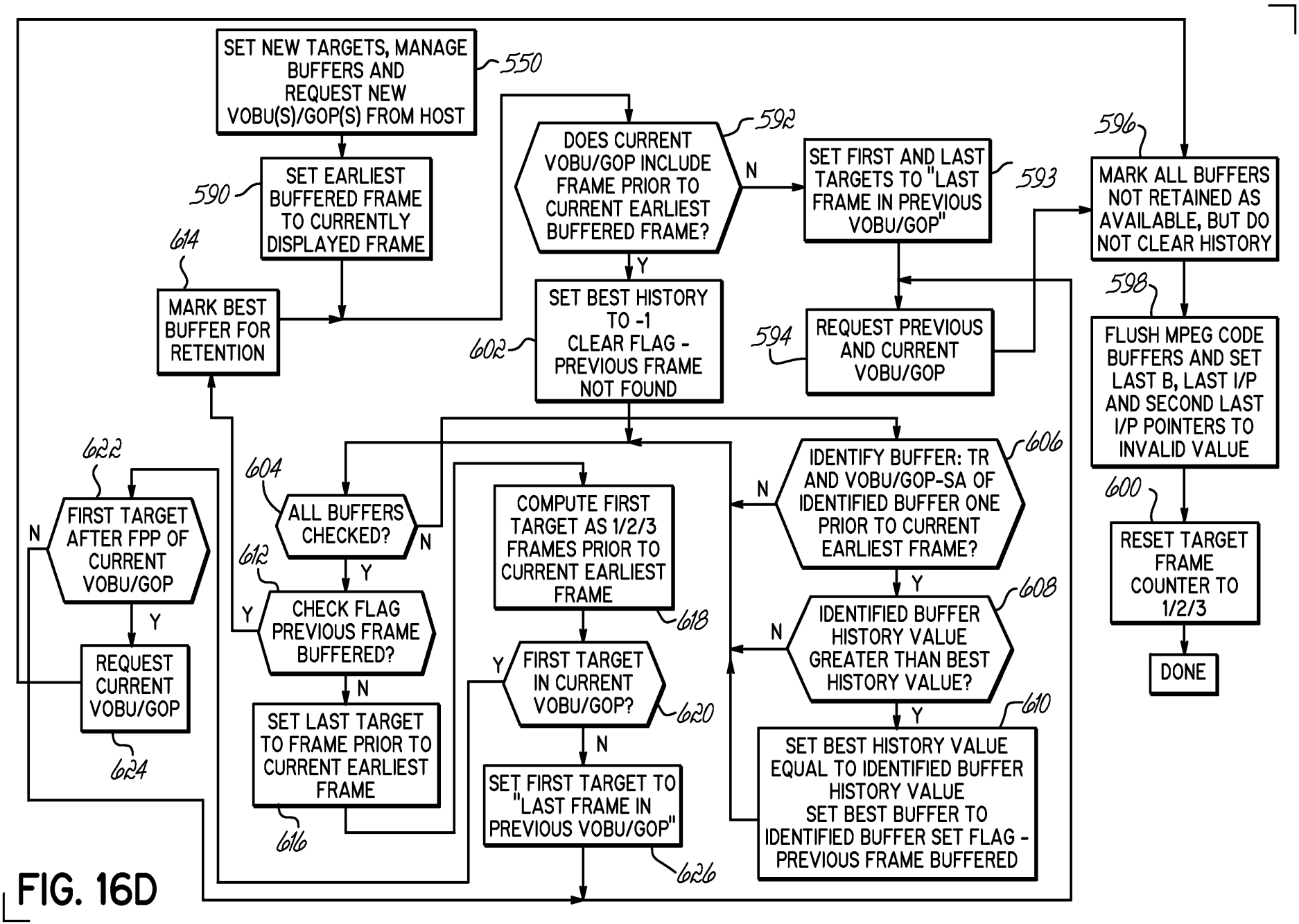
SET NEW TARGETS, MANAGE BUFFERS AND REQUEST NEW VOBU(S)/GOP(S) FROM HOST
550
SET EARLIEST BUFFERED FRAME TO CURRENTLY DISPLAYED FRAME
590
MARK BEST BUFFER FOR RETENTION
614
DOES CURRENT VOBU/GOP INCLUDE FRAME PRIOR TO CURRENT EARLIEST BUFFERED FRAME?
592
N
Y
SET FIRST AND LAST TARGETS TO "LAST FRAME IN PREVIOUS VOBU/GOP"
593
SET BEST HISTORY TO -1 CLEAR FLAG - PREVIOUS FRAME NOT FOUND
602
REQUEST PREVIOUS AND CURRENT VOBU/GOP
594
MARK ALL BUFFERS NOT RETAINED AS AVAILABLE, BUT DO NOT CLEAR HISTORY
596
FLUSH MPEG CODE BUFFERS AND SET LAST B, LAST I/P AND SECOND LAST I/P POINTERS TO INVALID VALUE
598
RESET TARGET FRAME COUNTER TO 1/2/3
600
DONE
IDENTIFY BUFFER: TR AND VOBU/GOP-SA OF IDENTIFIED BUFFER ONE PRIOR TO CURRENT EARLIEST FRAME?
606
N
Y
IDENTIFIED BUFFER HISTORY VALUE GREATER THAN BEST HISTORY VALUE?
608
N
Y
SET BEST HISTORY VALUE EQUAL TO IDENTIFIED BUFFER HISTORY VALUE SET BEST BUFFER TO IDENTIFIED BUFFER SET FLAG - PREVIOUS FRAME BUFFERED
610
ALL BUFFERS CHECKED?
604
N
Y
CHECK FLAG PREVIOUS FRAME BUFFERED?
612
Y
N
SET LAST TARGET TO FRAME PRIOR TO CURRENT EARLIEST FRAME
616
COMPUTE FIRST TARGET AS 1/2/3 FRAMES PRIOR TO CURRENT EARLIEST FRAME
618
FIRST TARGET IN CURRENT VOBU/GOP?
620
Y
N
SET FIRST TARGET TO "LAST FRAME IN PREVIOUS VOBU/GOP"
626
FIRST TARGET AFTER FPP OF CURRENT VOBU/GOP
622
N
Y
REQUEST CURRENT VOBU/GOP
624

FIG. 16D

REPLACEMENT SHEET